

Abstract

A gaming machine that display an array of randomly selected symbols and paying winnings for any winning symbol combinations on any of the paylines carrying a bet. One or more of the symbols in the array has an associated sub-set secondary symbols which substitute into the array in response to a trigger, in order to award the player additional winnings for any extra winning combinations on the paylines formed using the secondary symbols. The symbols may be shown on simulated three dimensional objects such as columns of stacked cubes so that the symbols on the front face are in the array and the associated secondary symbols are visible but clearly not part of the array.

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